Grimm World

The Encyclopedia

Terms, Saving and Skill Trees

We cannot go on thus, we had better go into the world and seek our fortune.

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♦ General Rule

Unless otherwise noted, a card is always returned to its original location after being resolved.

- An Encounter Card is placed under the Encounter Deck.
- If a Lost Pages Card was drawn from the Lost Pages Deck and was resolved, it is returned to the deck.
- If a Lost Pages Card was taken from the Encounter Bar and was resolved, it is returned to the Encounter Bar.

♦ Encounter Bar

The Encounter Bar is a play area into which Lost Pages Cards are placed face down. These cards indicate where something is currently happening in the game world. In the Location Encounter Phase, all cards in the Encounter Bar that match the current Location Number, icon or Landscape Identifier of the character's location are resolved. Some encounters take place for a limited time, which is indicated on the back of the cards:

- From Chapter X (X)
- To Chapter X (X)
- Only 1 Chapter ( )

♦ Terms

- **Take card Y and resolve it:** Cards to be resolved are always selected from the Encounter Bar and/or the Lost Pages Deck. If the card is not found, the instruction is ignored. After the card has been resolved, it is always returned to where the card was taken from, i.e. it is returned to the Encounter Bar or the Lost Pages Deck, unless it is explicitly banished.
- **Return to your previous location:** If a character must return to the previous location, the player must return the Character Marker to the location where it was before the Travel Phase of this round. Landscape Encounters on the Encounter Card are not resolved. The Location Encounters of the new location are resolved in the Location Encounter Phase. If the character was at the same location in the previous round, he remains there, but must still skip the Landscape Encounter.
- **Place card Y:** Pick out the corresponding Y-Card from the Lost Pages Deck and place it unseen in the Encounter Bar.
- **Discard X Encounter Cards:** Take an appropriate number of Encounter Cards from above the Encounter Deck and place them below the deck.
- **Banish card Y:** Find the card from the corresponding deck, the Encounter Bar or from your character's items and place it under the 'Banned Cards'-Card. It is then permanently removed from the game and cannot come back into play under any circumstances.
- **Banish this card:** Place the currently resolved card (the card on which this term is printed) under the 'Banned Cards'-Card.

♦ Terms

- **Place this card X chapters into the future:** Place the current card a corresponding number of chapters further into the Storybook Deck.
  For example, if the card says, 'Place this card 3 chapters into the future' and the character is currently in chapter 3, then the card is placed under the 'Chapter 6' card of the Storybook Deck.
- **Place card Y X chapters into the future:** Find the corresponding Y card from the Lost Pages Deck and place it unseen in the Storybook Deck the corresponding number of chapters further on.

♦ Saving & Loading

At the end of each round, the game state can be saved. To save the game, the cards must be stacked in the following order.

- **1. Character Card**
  - 1.1. Acquired Titles and Skills
  - 1.2. Current Alignment (±1-3)
  - 1.3. Active -Quests and -Quests
  - 1.4. Status Upgrades
  - 1.5. Current Alignment (±4)
  - 1.6. Equipped Items
  - 1.7. Action Cards
  - 1.8. Damage Card
  - 1.9. Action Cards that are discarded as damage
- **2. Storage Card (bag, backpack, ...)**
  - 2.1. Broken Items ( )
  - 2.2. Goods - Provisions ( ) and Magic Essence ( )
  - 2.3. Thaler (or 0 thaler card) and Items ( )
  - 2.4. Goods - Wood ( ) and Ore ( )

- **3. Home (hut, house, ...)**
  The house card (Y730) is on top, and underneath are all house extensions. Stored items and goods are placed in any order.
- **4. Current Chapter Card**
- **5. Storybook Deck**
- **6. Encounter Bar (Y-Cards on display)**
- **7. Encounter Deck**
- **8. Region Cards**
  - 8.1. Save Card Location (Y014b/c) - This card is placed with the corresponding location number facing up on the Region Card on which your character is currently located.
  - 8.2. Region Card
  - 8.3. Encounter Card (for the goods prices)
  - This is followed by the next Region Card with the respective Encounter Card, etc.
- **9. Quest Deck**
- **10. Training Deck (Y012)**
- **11. Enemy Deck (Y013)**
- **12. Save Card - Other Cards (Y014a)**

Place the following cards underneath in any order:

- X-Encounter Deck
- Lost Pages Deck (Y-Cards)
- Undiscovered Region Cards
- Unused Alignment Card
- Unused Money Card(s)
- Unused Save Card - Location (Y014b/c)
- Terrain Cards
- Hit Point Cards

- **13. Banned Cards (Y011)**

When loading the game state, the cards are laid out in the same order.

♦ **Landscape Encounter - Blacksmith**

If you have a in your Storage Card and all the required goods needed to repair it, then you can remove them at the blacksmith and repair the item. The goods required for the repair are listed under the name of the item. To repair the item, move the item from above to the right-hand side of the Storage Card. The now becomes an .

If you want to buy items, first check the Region Card to see whether you are currently in a village (), a town () or a castle (). Then draw cards from the Encounter Deck until you have 3 cards face up that match the current location. There are the following symbols on the Encounter Cards:

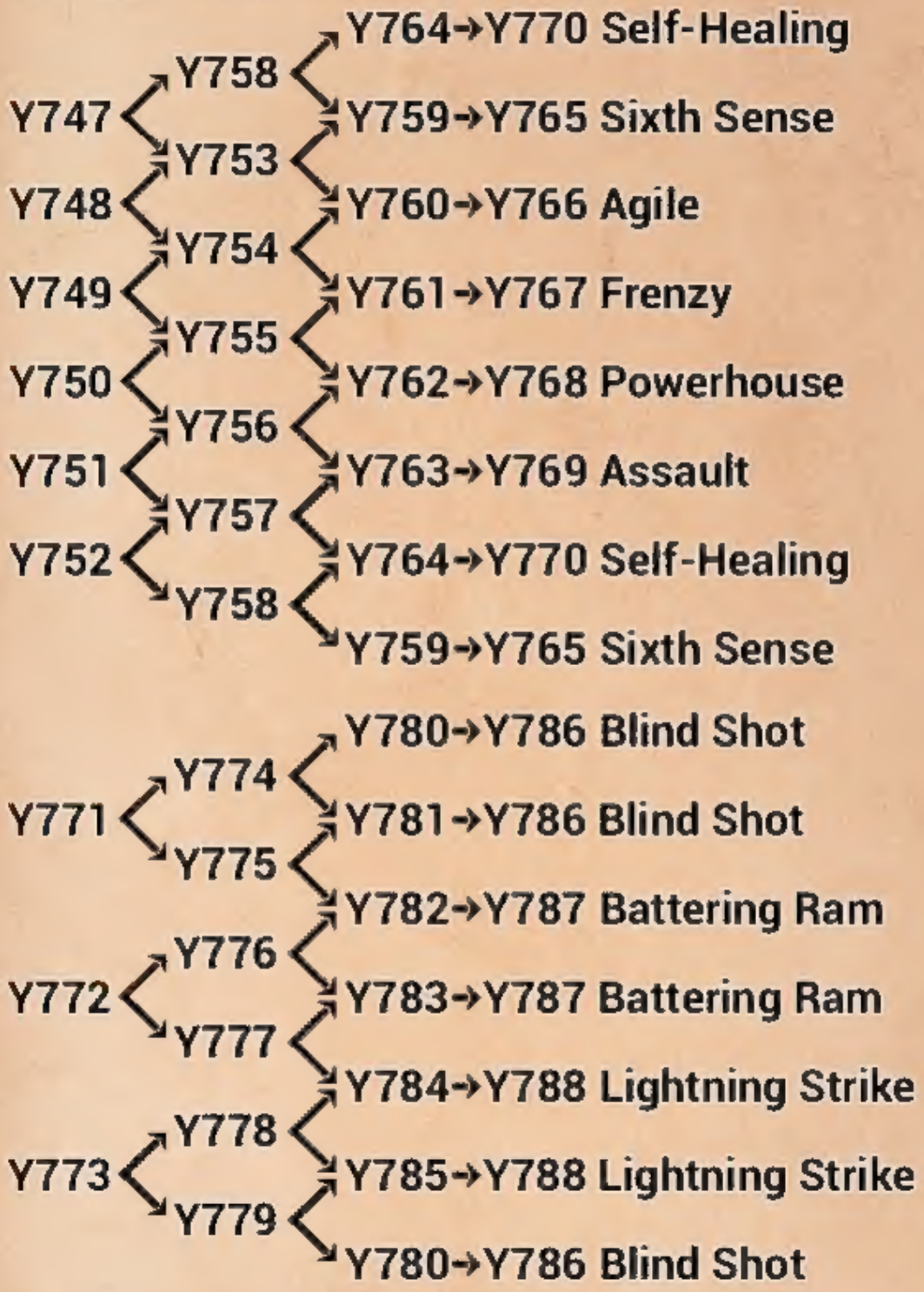
: Village : Village/Town : Town/Castle

: Village/Town/Castle ? : Not for sale

: Event

All cards without a match are placed back underneath the deck. If a ? is shown, the item cannot be bought and if a -symbol is shown, an event occurs.

You can then buy or sell from the blacksmith's stock. is the purchase price for from the blacksmith. is the selling price, where the black number is the price for an and the red number is the price for a . If you no longer want to buy or sell anything, all the Encounter Cards in the blacksmith's stock are placed under the Encounter Deck.

♦ Skill Trees

- Each character starts with one card from each of the two skill trees in their Training Deck.